

may require and compel the abatement and removal of all nuisances within the city at the expense of the person causing the same, or the owner or tenant of the ground whereon the same may be; they may also prevent the establishment, within the city, and may regulate the same, if allowed to be established, of any slaughter house or place, or the exercise within the city of any dangerous, offensive or unhealthy trade, business or employment.

Powers of Commissioners.

SEC. 63. *Be it further enacted*, That the Commissioners shall have power to prevent dogs, horses cattle and all other brutes from running at large in the city.

Penalty for fast riding etc

SEC. 64. *Be it further enacted*, That they may prohibit and prevent, by penalties, the riding or driving of horses or other animals at a speed greater than six miles per hour, within the city; and also the firing of guns, pistols, crackers, gun-powder or other explosive, combustible or dangerous materials in the streets, public grounds, or elsewhere within the city.

Market regulations.

SEC. 65. *Be it further enacted*, That the Commissioners may establish and regulate the markets and prescribe what time and place, within the corporation, marketable articles shall be sold, in what manner, whether by weight or measure, may be sold grain, meal, flour, (if not packed in barrels) fodder, hay, or oats in straw; may create scales to weigh the same; appoint a weigh-master and fix his fees, and direct by whom they shall be paid, appoint a keeper of the market, prescribe his duties and fees, and shall also have power to prevent forstalling and regrating.

Buildings.

SEC. 66. *Be it further enacted*, That they may establish all public buildings necessary and proper for the city, and prevent the erection or establishment of wooden buildings in any part of the city, where they may increase the danger of fire.

Graveyards.

SEC. 67. *Be it further enacted*, That they may provide grave-yards in or near the city, and regulate the same, may appoint and pay a keeper and compel the keeping